



©1998 INFOGAMES. Character, names, and all other indicia are trademarks of Warner Bros. Entertainment Inc. All rights reserved. INFOGAMES NORTH AMERICA, 5500 Sepulchre Blvd., Suite 100, San Jose, CA 95135

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings box is a trademark of the Interactive Digital Software Association. Manufactured by Warner Bros. Entertainment Inc. U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES. HAVE FUN! THE ONLY WAY TO ENJOY IT IS BY PLAYING IT. PLAYERS PUBLISHING.



PlayStation



SLUS-00338



Games for the Next Millennium



#### **Warning: Read Before Using Your PlayStation® Game Console**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

#### **Warning to Owners of Projection Televisions**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

#### **Handling Your PlayStation® Disc**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold it by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

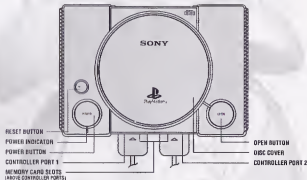
# **BUGS BUNNY™** *Lost in Time*

## **CONTENTS**

- |                                     |  |
|-------------------------------------|--|
| 4 Getting Started                   | 15 Inventory                               |
| 5 Controls                          | 16 Useful Objects and Weapons              |
| 8 It's A Long Way From Home         | 16 Special Features                        |
| 9 Starting the Game                 | 17 Secret Levels                           |
| 9 Nowhere Land                      | 18 How to Eliminate an Opponent            |
| 10 Selecting an Era and a Mission   | 18 What is the "?" over Bugs Bunny's Head? |
| 10 Off to an Adventure Through Time | 19 What is the "!" over Bugs Bunny's Head? |
| 12 Pausing the Game                 | 19 Saving Your Position                    |
| 13 Bugs Bunny's Energy Level        | 19 Hints and Tips                          |
| 13 Special Pick Ups                 | 21 Help Line                               |
| 15 The Ultimate Goal                | 22 Credits                                 |
|                                     | 27 Warranty & Service Information          |



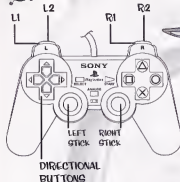
## GETTING STARTED



- 1 Set up your Console according to the instructions in the User's Manual.
- 2 Check that the Console is OFF before inserting or removing a Disc.
- 3 Insert the "Bugs Bunny Lost in Time" Disc and close the Disc Cover.
- 4 To reload a game or save a new game, insert a Memory Card into Memory Card Slot 1.  
Before starting, check to make sure you have enough free memory blocks available.
- 5 Connect your Controller to Controller Port 1 and turn on the Console using the Power Button (ON).  
It is recommended that you do not connect or disconnect peripherals or Memory Cards while the Console is turned on.



## CONTROLS



### Controlling Bugs Bunny Default Game Controls (Configuration 1)

Ears	○
Jump	×
Kick	□
Dive	× + R1
Action	R1
Roll	L1
Eye	△

The Vibration function of the Analog Controller (DUAL SHOCK™) only operates when the Analog Controller (DUAL SHOCK™) is in LED Red Mode.

### Directional Buttons

#### or Left Stick

- Run forward/climb up objects (i.e. poles and ropes).
- Run toward the camera/slide down objects (i.e. poles and ropes)
- Run left.
- Run right.

To walk, lightly move the left stick.

**Jump/Bounce** Press the "Jump" Button.

**Bounce High** Hold the "Jump" Button while bouncing.

**Crouch** Press the "Ears" button.

**Walk Softly and Quietly** Hold the "Ears" Button and use the Directional Buttons or the Left Stick.

**Push an object** Hold the "Action" Button and use the Directional Buttons or Left Stick when near an object that can be pushed.

**Pick up an object** Press the "Action" Button and use the Directional Buttons or Left Stick when close to an object that can be picked up.

**Drop object** Press the "Action" Button.

**Throw an object** Press the "Kick" Button.

**Kick object or villain** Press the "Kick" Button.

**Roll** Press the "Roll" Button while running.

## SPECIAL CONTROLS

**Land softly using Bugs Bunny's ears like a helicopter:**  
Hold the "Ears" Button while falling.

**Dive into a Rabbit Hole:**  
Press the "Jump" Button then the "Action" Button when standing over a rabbit hole.

**Tunneling Underground:**  
Use the Directional Buttons or the Left Stick while Bugs Bunny is underground.

**To Climb out of a Rabbit Hole:**  
Press the "Jump" Button.

**Bugs Bunny's View:**  
Hold the "Eye" Button and use the Directional Buttons.

**Jump Over an Activated Fan or Fountain:**  
Control Bugs Bunny's float with the Directional Buttons or Left Stick. The Jump action is also functional.

**Driving a Car or Motorcycle, Riding a Bike or Goat:**  
Use the Directional Buttons or the Left Stick to move left or right. The Jump action is also functional.

Three other controller configurations are available.

To change the configuration, choose Controller Configuration after Loading/Starting a New Game, and follow the instructions.





## IT'S A LONG WAY FROM HOME

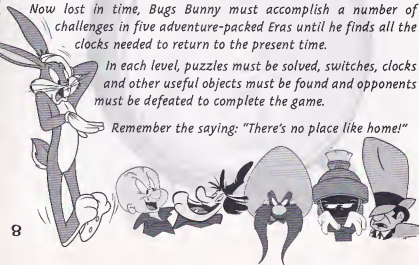
On his way to Pismo Beach, **Bugs Bunny™** accidentally finds and activates a time machine. Bugs Bunny is immediately propelled through five different Eras in time and must find his way back to the present.

It won't be an easy task, because blocking his way back home are some of the wildest troublemakers he has ever known — **Elmer Fudd™**, **Witch Hazel™**, **Yosemite Sam™**, **Rocky™** and **Marvin The Martian™**.

Now lost in time, Bugs Bunny must accomplish a number of challenges in five adventure-packed Eras until he finds all the clocks needed to return to the present time.

In each level, puzzles must be solved, switches, clocks and other useful objects must be found and opponents must be defeated to complete the game.

Remember the saying: "There's no place like home!"



## STARTING THE GAME...

The first screen displays the following option: **Press Start**.

If the **Start Button** is not selected, the demo mode is launched.

When you press the **Start Button**, the following message is displayed: "**Bugs Bunny Lost In Time** requires one free block to save".

If no **Memory Card** is inserted in the Memory Card slot 1, two options are displayed: **Start New Game** and **Retry**.

If a Memory Card is inserted in the Memory Card slot 1, two other options are displayed: **Load Game** and **New Game**.

Choose **Load Game** to continue a previously saved game or **New Game** to begin the game.

If a Memory Card is inserted in the Memory Card slot 1 and no save file has been created, you will be asked to create a save file.



## NOWHERE LAND

Before Bugs Bunny sets off to explore time, he will first need a little training. When the game begins, Bugs Bunny will appear in a location called the "**Era Selector**".

At the beginning, Bugs Bunny can only travel to a location called "**Nowhere**". To access **Nowhere**, press the ⊗ button.

Here Bugs Bunny will meet **Merlin Munroe™** his mentor throughout the game. In Merlin's world, Bugs Bunny is taught all the skills required to complete the five different Eras in order to get back to the present.

Once he has successfully accomplished the challenges Merlin has set before him, Bugs Bunny will be awarded his first Clock. This Clock enables Bugs Bunny to return to the Era Selector and access an Era.



## SELECTING AN ERA AND A MISSION

Once in the Era Selector, use the **Directional Buttons** or **Left Stick** to move the time machine left and right. Bugs Bunny will not be able to access all Eras at the beginning. Each Era requires a certain number of Clocks to gain entrance. If Bugs Bunny has enough Clocks to access the desired Era, press the **X** button.

Upon entering an Era, look for Rabbit Holes that offer access to different missions. Similar to Eras, missions also require a certain number of Clocks to gain access. If Bugs Bunny has accumulated the required number of Clocks, he can gain entrance by pressing "Jump" then "Action".



## OFF TO AN ADVENTURE THROUGH TIME...

Now Bugs Bunny can explore time and meet up with some of the toughest adversaries in the Looney Tunes™ universe:

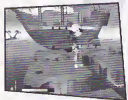


### THE STONE AGE

A prehistoric world filled with dinosaurs and a very persistent cave man who resembles Elmer Fudd.

### THE MEDIEVAL TIMES

A world of castles, knights and Witch Hazel, who wants to make Bugs Bunny the main ingredient in her rabbit stew.



### THE PIRATE YEARS

A Carribean island filled with crabs, oysters, and enough sea treasure to satisfy even a crusty old pirate like Yosemite Sam!

### THE 1930s

An American city in the time of zoot suits and gangsters. Here Bugs Bunny finds himself in the middle of a bank robbery and two of the toughest gangsters around: Rocky and Mugsy.





#### **DIMENSION X**

*Marvin The Martian's Space Station is filled with transporters, electrical hazards, robots and, of course, Marvin's minions.*

*There are also many secret areas to discover...*



#### **PAUSING THE GAME**

*Press the **START** Button to Pause the game. A menu will appear.*

*Use the **Directional Buttons** or the **Left Stick** to scroll through the options and press the **X** Button to make your selection.*

*Select **Continue** to return to the game.*

*Select **Options** to change the game.*

*Within the Options Menu, you can access:*

**Music Volume** - Change the volume level of the music.

**Sound FX** - Change the volume level of the sound effects.

**Speaker Setup** - Select either Mono or Stereo sound.



**Vibration** - Select the vibration function of the Analog Controller (**DUAL SHOCK**) to ON or OFF (Default setting: ON).

*Select **Quit**, to exit the present level or game.*



#### **BUGS BUNNY'S ENERGY LEVEL**

*Bugs Bunny's energy is displayed by a special Carrot Bar that appears at the top of the game screen. A full energy bar displays three full carrots. The bar appears only when Bugs Bunny loses or gains energy. It can also be checked in the "Pause" menu. Bugs Bunny's energy decreases by one half carrot each time he is injured and can be refilled by picking up Normal Carrots. When it is empty, Bugs Bunny must restart from the last Checkpoint.*



#### **SPECIAL PICK UPS**

*There are four main pick ups in Bugs Bunny Lost in Time:*

##### **Normal Carrots**

*These give Bugs Bunny his energy. They can be found throughout the game, and are usually on the ground. If you collect enough carrots, you might earn a bonus Golden Carrot!*



## Golden Carrots



These provide access to bonus levels. Each bonus level has a minimum number of Golden Carrots required to gain access. These are more difficult to find than Normal Carrots and are usually awarded when a more tricky task is completed.

## Clocks

These allow you access to new levels. When enough Clocks have been collected the player will be allowed access.



Collecting Clocks are also the key to returning to the present time.

## Acme Boxes



Bugs Bunny must break all of the red Acme Boxes in a level to be awarded an extra Clock. To break an Acme Box, Bugs Bunny must jump on top of it or kick it.



BUGS BUNNY  
Lost it!



lugs  
'l be  
me,  
den  
lete  
lete

sed.  
cme  
able

,  
/  
?



**Thank you for this purchase! Please take a moment to fill out this registration card.  
Our goal is to make even better games for you!**

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City: \_\_\_\_\_  
State: \_\_\_\_\_  
Country: \_\_\_\_\_  
Zip/Postal Code: \_\_\_\_\_  
Email Address: \_\_\_\_\_

☐ I don't have email. Please add me to your mailing list.

**What video game product was this card enclosed in?**

**What was the one main reason for selecting this game?**

**What video game console is it made for?**

- ☐ Game Boy Color™  
☐ Nintendo 64™  
☐ PlayStation®  
☐ Other:

- ☐ Advertised in [www.infogames.net](http://www.infogames.net)  
☐ Advertisement in magazine  
☐ Recommended by friend/relative  
☐ Read a good game review  
☐ Price was reasonable  
☐ No choice, it was a gift  
☐ Other:

**Who purchased this video game?** ☐ Myself ☐ It was a gift

**What video game console/hardware do you own?**  
(check all that apply)

**For whom was this video game purchased?**

- ☐ Male  
☐ Female  
☐ Whole Family  
☐ Child 3 to 5 years  
☐ Child 6 to 8 years  
☐ Child 9 to 12 years  
☐ Teen 13 to 17 years  
☐ Adult 18 + years

- ☐ Game Boy™ ☐ Game Boy Color™  
☐ Super NES™ ☐ Nintendo 64™  
☐ PlayStation® ☐ Sega Saturn™  
☐ Sega Genesis™ ☐ Sega Game Gear™  
☐ PC ☐ PC CD-ROM  
☐ Other:

**Store name where game was purchased:** \_\_\_\_\_

☐ I don't know, it was a gift.

**What is your favorite type of game? (check one)**

- ☐ Sports ☐ Shooting  
☐ Driving ☐ Puzzle  
☐ Action/Adventure ☐ Role Playing  
☐ Fighting ☐ Other:

**What was the purchase price?**

\$ \_\_\_\_\_ ☐ I don't know, it was a gift.

**Thank you very much!**  
Remember to visit our web site at:  
[www.infogames.net](http://www.infogames.net)



# BUGS BUNNY™

## *Lost in Time*



INFOGRAMES NORTH AMERICA  
5300 STEVENS CREEK BLVD., SUITE 500  
SAN JOSE, CA 95129

PLACE  
POSTAGE  
HERE



## THE ULTIMATE GOAL!

*Of course the ultimate goal is to return to the present. When Bugs Bunny has collected enough Clocks, the door to present time will be opened in the Era Selector. However, to fully complete the game, you must visit all areas, break every Acme Box, collect all Golden Carrots and collect all the Clocks. Bugs Bunny must even complete all the bonus levels and collect all their hidden items to complete the game 100%.*



## INVENTORY

*An Inventory Screen is displayed when the Start Button is pressed. This screen displays how many Clocks, Golden Carrots, and Acme Boxes have been collected in each level and how many are available to collect.*

- \* The Golden Carrot icon displays the total number of Golden Carrots found and the total number available in the level.*
- \* The Clock icon displays the total number of Clocks found and the total number available in the level.*
- \* The ACME Box icon displays the total number of Acme Boxes found and the total number available in the level.*



## USEFUL OBJECTS AND WEAPONS

Useful objects may be found throughout the quest.

A timer or a limited number of shots may restrict the use of some objects. Once time has expired, Bugs Bunny returns to his normal attributes.

Here is a partial list of items that can be found:

\* Stackable boxes can be used as steps.

\* A Torch to light certain objects.



Timed Explosives (TNT sticks or powder barrels) Bugs Bunny can arm or throw.

A large Mallet to break objects or squash an enemy.



## SPECIAL FEATURES

During the game, Bugs Bunny will be visited by Merlin Munroe.

Sometimes, Merlin provides hints about movements or hidden locations. He will also give Bugs Bunny magic spells to reach and open locked or inaccessible locations. To obtain a special feature, position Bugs Bunny over a special symbol and press "Action". Here is a list of spells:



**Hocus-Pocus!**

Starts fans for a limited time period.

**Olly-Olly-Oxen Free!**



Gives Bugs Bunny a super jump to access difficult areas.



**Open Sesame!**

Opens magic doors.

**Magical Tune**



Gives Bugs Bunny the ability to play music.



## SECRET LEVELS

The entrance of each Secret Level is marked with a specific number of Golden Carrot symbols.

Bugs Bunny must collect the same amount or more Golden Carrots to enter a secret level. When Bugs Bunny fails or quits a Secret Level, he will reappear in front of the Secret Level entrance.



## HOW TO ELIMINATE AN OPPONENT

There are many ways:

*One way is to jump on their head. It will either stop or eliminate the opponent.*

*Then give him a kick! This method can be used on most smaller enemies.*

*You can also use special weapons or trap them under heavy falling objects like anvils and bank safes!*

*Some larger opponents require different methods. For example, to neutralize a medieval hangman, first make him run after you until he becomes tired. Breathless, he will stop. Now run behind him and give him a kick.*

*Do it quickly, because he will soon be chasing you again.*



## WHAT IS THE "?" OVER BUGS BUNNY'S HEAD?

*When a question mark appears over Bugs Bunny's head, it means something nearby can be either read or checked.*

*Press the "Action" Button to see what the question mark is all about. Either you will hear dialogue or text will appear*



*at the bottom of the screen. Text will disappear after a short period of time or after a requested action. Follow the on-screen instructions.*



## WHAT IS THE "!" OVER BUGS BUNNY'S HEAD?

*When an exclamation mark appears over Bugs Bunny's head, it means that something nearby can be activated. Press the "Action" Button.*



## SAVING YOUR POSITION

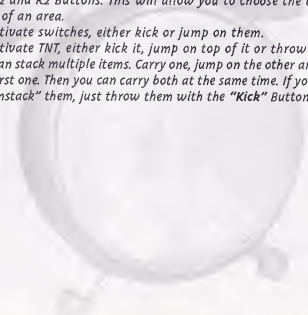

*To avoid having to restart at the beginning of a level, it's necessary to find special locations called Checkpoints. They are represented by an icon of Merlin's hat.*

*When Bugs Bunny touches a Checkpoint, it saves this position until the next Checkpoint is crossed. To Save a game, press "Action" when a "!" appears over Bugs Bunny's head, Merlin will appear and ask about saving Bugs Bunny's position. Answer "YES" or "NO".*



## HINTS AND TIPS

*\* The game progression is partially non-linear. Though you will need a varying number of Clocks to enter Eras, you can leave and return to an Era without entirely completing it.*

- 
- \* The best way to find hidden objects such as Golden Carrots or Clocks, is to use Bugs Bunny's eyes (the  button + Directional Buttons) and pan the camera around.
  - \* Move the camera when you find your vision blocked — by using the L2 and R2 Buttons. This will allow you to choose the best view of an area.
  - \* To activate switches, either kick or jump on them.
  - \* To activate TNT, either kick it, jump on top of it or throw it.
  - \* You can stack multiple items. Carry one, jump on the other and drop the first one. Then you can carry both at the same time. If you want to "unstack" them, just throw them with the "Kick" Button.



## HELP LINE

Infogrames can help you by phone between the following hours:  
Monday - Thursday 8:00 am - 5:00 pm PST and Friday  
9:00 am - 5:00 pm PST at (408) 296-8400  
Fax: Faxes may be sent anytime to: (408) 246-0231  
[www.infogrames.net](http://www.infogrames.net).

Infogrames order line: 1-877-INFOGRAMES

Infogrames Tip Line in the U.S. just dial 1-900-78-OCEAN (\$.95 per minute). Must be 18 years or older or have parent's permission to call. Touch-tone only. Prices subject to change without notice.

**INFOGRAMES NORTH AMERICA/TECH SUPPORT**  
5300 Stevens Creek Blvd, Suite 500  
San Jose, CA 95129





## CREDITS

### Behaviour Interactive

**Lead Game Designer and Art Director:**  
Claude Pelletier

**Executive Producer:**  
Rami Ramlal

**Producer:**  
Denis Lacasse

**Associate Producer:**  
Martin Rhéaume

**Game Design:**  
Mario Lord

**Additional Art & Design:**  
Carl Loibelle

**Lead Programmer:**  
Martin Ross

**Programmer:**  
Stéphane Leblanc

**Lead Tool Programmer:**  
Sébastien Hudon

**Tool Programmer:**  
Frédéric Hébert

**Additional Tool Programmers:**  
Michel Langlois

Vincent Biberer-Roy  
Mathieu Tangony

Pierre Couillard  
Dominique Brown

**Technical Director:**  
Christian Aubert

**Lead Integrator:**  
Pierre Couillard

**Integrators:**  
Sylvain Morel

Hugo Morin  
Stéphane Groulx

**Additional Integrators:**  
Martin Rhéaume

Sarah Pech  
Michel Marcoux

Gérard Bélair  
Dominic Brown

**Lead 3D Artist:**  
Pierre-Martin Drolet

**3D Artist:**  
Martin Dubéau

**Lead Modeler:**  
Mario Brodeur

**Modelers:**  
Stéphane Joncas

Keridan Elliott  
Pascal Brulotte

**Lead 3D Animator:**  
Stéphane Labrecque

**3D Animators:**  
Stéphane Duchesne

**Additional Animation:**  
Myliène Villeneuve

**Original Music:**  
Gilles Léveillé (Studio Global inc.)

**Sound FX:**  
Les Productions Pierre Rousseau

**Sound Technician:**  
Yves Gendron

**Facilitator:**  
Alain Moreau

**MIS:**  
Gaëtan Brochu

**Additional Help:**  
Thomas Wilson

Steve Lapointe

**Special thanks to:**  
Caroline Violetteau, Marc, Claudine  
Bisson (B.C.), Alexandra Couillard and  
Myriam Boucher, Isabelle Vien, Sylvie  
Boucher, Karine Morel, Julie Daigle,  
Véronique Gagnon, Dominique Martel,  
Céline Gervais, Anne Chénier, et  
Patricia Thériault, Cécile Lointier,  
Nathalie Auger and Chopin, Wicky and  
Jordan, Daniel Goupil, Mélanie  
Tremblay, Hélène Alain, Marie-  
Christine Olivier Laflamme, Véronique  
Bourbeau and Colombine, Maud  
Leclerc and Sabrina, and finally  
The Green Mamelilla, Sandrine Hudeux,  
Dominique Champagne, Monique  
Forget, Nathalie Robitaille, Danielle  
Huot, Ghislain St-Pierre and to  
Behaviour Communications.

**Food by:**  
Jean-Paul and Joseph from our  
favorite Vietnamese restaurant.  
A lot of junk food places around here.

**No Special Thanks to:**  
The chicken place up the street for not  
delivering free of charge.

### Infogrames

**VP of I. Heroes Label:**  
Catherine Simon

**Executive Producer & Producer:**  
Christophe Gomez

**Brand Manager:**  
Lisa Cheney

**Art Director:**  
Nicolas Pothier

**Package Design:**  
Jean-Claude Menenteau  
Olivier Lachard

**Manual Design:**  
Michel Mégaz

**Édition:**  
Emmanuelle Talmazian  
Patrick Chouzenoux

Sophie Mellet  
Sylvie Combet

Beatrice Vrdoljak

**Translation:**  
Beate Reiter  
Beatrice Rodriguez  
Monika Steinhilber

**Territory Marketing:**  
US

Jeff Blanc  
Jerry Momoda

UK  
Michael Pattison

France  
Frédérique Joseph  
Stéphane Camus

Germany  
Carmen Metz  
Didier Hugon

Spain  
Laura Aenar  
Björn Joos

Angélique van der Weerden  
Simon Alty  
Vera Lameris

### Alpha Test

**Alpha Testing Manager:**  
Dominique Morel

**Alpha Testers:**  
Emmanuel Cholley  
Noel Kechichian  
Emmanuel Desmaris  
Nicolas Pacaut  
Sébastien Soulier  
David Silvy

### Beta Test

**Beta Testing Manager:**  
Bruno Trubia

**Lead Beta Testers:**  
Christian Ampère, Julien Amougou

### Testers:

Stéphanie Michel, Rudy Gambade, Alex Flacher,  
Sébastien Imbert, Manuel Poltevin, Jean-  
Sébastien Nuelle, Ryan Woldridge, Anthony  
Macare, Mbokah

**Technical Support Group:**  
Emmanuelle Perigault-Vigier  
Rebecca Pernere

**Special Thanks to:**

Bruno Bannell, Jean-Marie Dura, Jean-Philippe  
Agati, Norbert Cellier, Fabienne Fournet,  
Christophe Mandet, Richard Courtois, Noél  
Rigot, Véronique Campagne-Louvet, Arthy, JBB,  
Brandon Smith, Beryl Gonnard, Caroline  
Fauchille, 3D-Light, Laurence, Maxence and  
Samuel.